

ABSTRACT

[0118] A method for rendering a graphical user interface (GUI), comprising providing for the representation of the GUI as a set of controls wherein the controls are organized in a logical hierarchy and wherein each one of the controls has an entitlement that can be used to determine whether or not the control is visible when rendered, traversing the representation, wherein the traversing comprises associating a theme with a first control in the set of controls, rendering the first control according to the theme, rendering any descendents of the first control according to the theme, wherein any descendents of the first control can override the theme, and wherein one of the set of controls can communicate with another of the set of controls.